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DOCTOR WHO BATTLES IN TIME

19

JUDOON
RAMPAGING RHINOS!

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With thanks to: Kate Beharrell, Steve Cole, Alan Craddock, Ian Grutchfield, Edward Russell, Gary Russell, Lee Sullivan, Alex Thompson and The Mill

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Published by GE Fabbri Ltd, 133 Long Acre, Covent Garden, London WC2E 9AW

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GAMEPLAY SECOND

Keep your wits about you on this one. Do you take your second chance?

STEP 1

PLAYER 1 VS PLAYER 2

Take out all your duplicates and bonus cards, then shuffle the pack and deal 20 cards face-down in a pile to each player.

Player 1 names a category at random – in this case it's Intelligence – before turning over the top card from their pile.

Player 2 lays their top card next to it, and you compare scores to see who wins.

CHANCE

STEP 2

But player 2 shouldn't panic if their card is weak – in this game you always get a second chance!

Player 2 must now either surrender their first card, or try to beat player 1's score with a second card.

In this case it's worth the risk as player 1 has quite a low score. Watch out though, player 2 could lose both cards if the next card isn't a winner!

STEP 3

The winner of the round claims all the played cards, and puts them at the bottom of their pile, then picks another category at random.

Play continues as before, and the player who runs out of cards first is the eventual loser.

STRATEGY!

If your opponent's rating is under 4000 it's worth risking a second chance, but if it's over 7000 it's probably not!

DECK DOCTOR

Fed up with losing too many games to your friends? Make sure you only carry the best cards with you. These cards may be able to help!

THE BEAST CARDS!

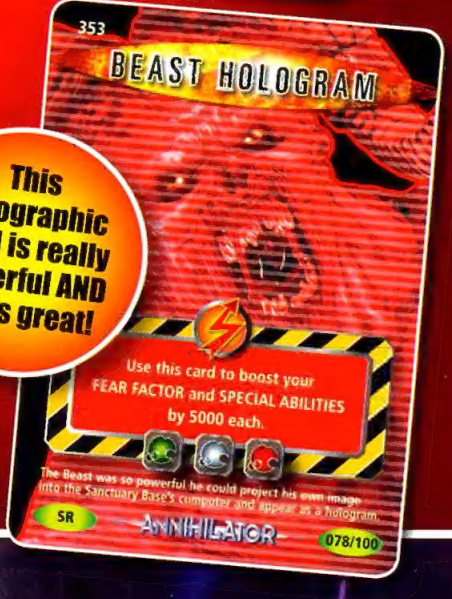
If you liked the Beast cards from the Exterminator set, you'll be spoilt for choice with the Annihilator set. There are loads more powerful cards inspired by this mean monster!

Scare your opponent silly – increase Fear Factor by 5000!

Use this card to trap the Beast and beat your opponent!

Find out exactly what your mates are holding with this card!

The Beast's Stamina score on this card is one of the best in the set!

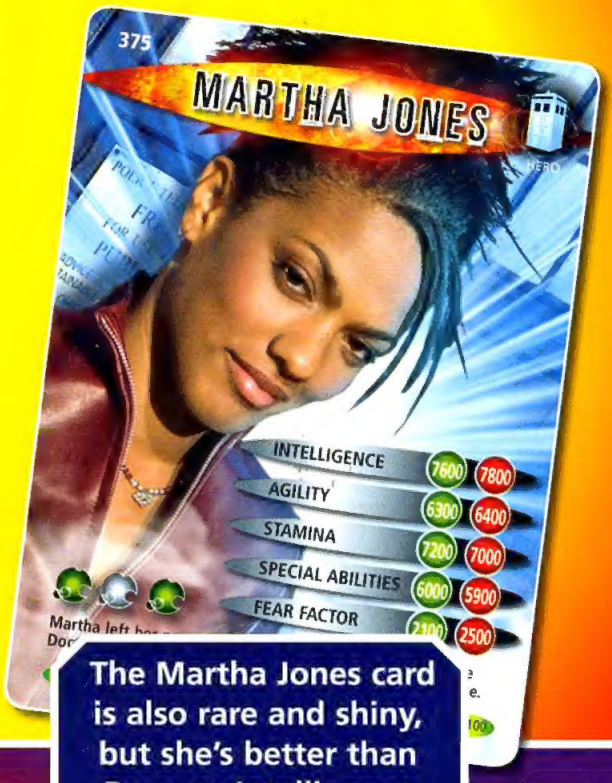


This holographic card is really powerful AND looks great!

CLEVER COMPANIONS!

The Doctor has always had strong-willed companions to help him out. But how can the companions assist you in a card battle?

The Rose Tyler card is rare and shiny. Those good Stamina and Agility scores could be very useful!



The Martha Jones card is also rare and shiny, but she's better than Rose on Intelligence and Special Abilities!

SPECIALS ZONE

The Beast's personal army has killer Fear Factor!

Try to find this card – it's one of the strongest bonuses out there!

The Graske may be short, but he makes up for it with strong scores and that scary, scaly face!

CARD CLASH

10TH DOCTOR

(WITH SONIC SCREWDRIVER)

HERO PROFILE

ALIGNMENT	GOOD
LIFE FORM	TIME LORD
AGE	900(ish)
SHIP	TARDIS

WHO IS HE? Basically the greatest hero in the universe who fights all sorts of monsters. He's even more powerful when 'armed' with his Sonic Screwdriver – it can unlock doors, cut through metal and get him out of many sticky situations!

WHAT'S HE LIKE? Very powerful, and after years of battling all kinds of monsters he has a calm confidence that really winds them up! But just like the TARDIS, he sometimes gets things wrong...

WHAT'S HE GOOD AT? Saving the day at the last minute even when faced with impossible problems!

THE DOCTOR WINS ON

INTELLIGENCE:
9100 VS 8400

STAMINA:
8000 VS 7400

SPECIAL ABILITIES:
9900 VS 8100

HAVE YOU SEEN THE OTHER NEW DOCTOR CARDS?

TOTAL 3/5

THE DOCTOR

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!

RACNOSS EMPRESS

MONSTER PROFILE

ALIGNMENT	EVIL
LIFE FORM	RACNOSS
AGE	ANCIENT
SHIP	WEBSTAR

WHO IS SHE? The Empress of an ancient race of spidery aliens who lived in the core of our planet since it was created. She returned to release them, and wanted to take over the Earth.

WHAT'S SHE LIKE? Big and very scary. With eight long legs, two nasty pincers, some very sharp teeth, and many blinking eyes on her head, you wouldn't want to find her in the bath!

WHAT'S SHE GOOD AT? Trapping victims in her sticky webs and manipulating people. She convinced Lance to trick Donna, and had a personal robotic army.

RACNOSS EMPRESS WINS ON AGILITY:
7900 VS 6500
FEAR FACTOR:
8600 VS 4900

HOW MANY RACNOSS CARDS HAVE YOU FOUND?

TOTAL 2/5

WINS!

FAQ EPISODE 18

THE GIRL IN THE FIREPLACE

A French girl from the 18th century is being stalked by eerie Clockwork Robots from the future. The Doctor has to find out why...

Q Which episode is this?
The Clockwork Robots are travelling though time windows to get to Reinette. They think her brain will repair their spaceship. The Doctor must stop them before they try to remove it.

Q What happened to the ship's crew?
The crew have been killed by the robots for spare parts. Rose and Mickey find a human heart and an eye in the ship's mechanisms!

Q Why do they want Reinette's brain?
She's also known as Madame de Pompadour, and the robots' spaceship is named after her. They've been programmed to repair the ship by any means necessary and they're convinced that her brain holds the key!

Q Why are they waiting for her 37th birthday before attacking her?
The Clockwork Robot's ship is 37 years old and they think Reinette's brain will be ready for them to use when she is also 37.

Q How does the Doctor defeat them?
When he smashes through the last time window he breaks the link with the ship, so the robots can't return. They lose their meaning to exist and stop working.

Q What happens to Reinette?
Sadly a few years pass between when the Doctor leaves her and when he returns – she dies shortly before he comes to get her.

> "A space ship from the 51st century... stalking a woman from the 18th! Why?"

HORSING AROUND!

Q So how did that horse get on the spaceship?
That's Arthur! He was wandering around the ship after stepping through one of the time windows.

TICK TOCK TERROR!

To stop the Clockwork Robots from removing Reinette's brain, close the time windows once and for all!

INSTRUCTIONS

1. Shuffle your character cards and place them face-down. Each player must place a marker on the start.
2. Move forward one each turn.
3. If you land on a red cog it's the end of your go, but if you land on a blue or red disc pick a card and follow the instructions.
4. The winner is the first person to reach the centre.

START

You find the fireplace and look for the secret button.
If your red Intelligence is over 3000 move 2 spaces, if not just move 1.

You can hear ticking – they're back!
If your Stamina is over 3500 move 1 space, but if it's under, miss a go.

They're stunned by the anti-oil. Run for it!
If your red Stamina is above 5000 move 2 spaces, but if not stay where you are.

Down the corridor you see a human heart attached to the ship.
If your Fear Factor is over 4000 move forward 1 space, if not miss a go.

WELL DONE!
The time windows are closed and the Clockwork Robots stop working!

You find Arthur the horse and ride him back to the ship.
If your Agility is over 3000 move 2 spaces, if not just move 1.

Quick – you need to find the time window mirror.
If your Special Abilities score is above 5000 move 2 spaces, if not move 1.

You're in Reinette's room and hear a ticking noise.
If your green Special Abilities rating is above 4000 move 1 space, if not miss a go.

You find a time window and step through it to a French palace.
If it's an Annihilator card move forward 1 space, if not move back 1.

Trapped by the robots. You need some multi-grade anti-oil!
Move 2 spaces if you have a silver icon, if not miss a go.

A Clockwork Robot appears and forces you back to the ship.
If your card is Rare move forward 1 space, if not move back 1.

JUDOON QUIZ

Just how much do you know about the Judoon?

Q1. What type of creature were the Judoon looking for?

a) Vampire
b) Cell-muncher
c) Plasmavore

Q2. What kind of animal do the Judoon look a little like?

a) Rhinos
b) Elephants
c) Hamsters

Q3. According to the Doctor, what are the Judoon?

a) Firemen-for-hire
b) Police-for-hire
c) Dentists-for-hire

Q4. What did the Judoon use to take the hospital to the Moon?

a) H_2O scoop
b) Icecream scoop
c) Nitrogen scoop

Q5. Why did the Judoon think Martha was an alien?

a) The Doctor gave her a sweet
b) The Doctor shook her hand
c) The Doctor kissed her

Q6. What did the Judoon mark on the hands of all humans?

a) A tick
b) A cross
c) A smiley face

5 TERRIBLE CRIMES OF A PLASMAVORE

1. She killed the Child Princess of Padrivole Regency Nine.
2. She pretends to be an innocent patient with a strange case of salt deficiency.
3. She kills the consultant doctor Mr Stoker by drinking all his blood.
4. Not satisfied with just one doctor, she settles down to drink some Time Lord blood, almost killing *the* Doctor.
5. And finally, she tries to kill everyone in the hospital and half the inhabitants of Earth. She adjusts the MRI scanner so it will send out a magnetic pulse that would fry the brainstems of all living things within 250,000 miles!

PICKING THE SHORT STRAW

Florence the Plasmavore always carries a handy drinking straw with her for easy access to a supply of blood. She's rather greedy and drinks each body dry!

SEALED W

The Doctor almos
when he kisses h
so sensitive they
the few Time Lor

SHIPP

Judoon shi
of three. E
of an offic
of Judoon

19
ITH A KISS!
gets Martha into big trouble
r. Judoon scanners are
react to the presence of
d cells he has passed on...
PING OUT...
ps travel in groups
ch one is the size
e block and is full
hungry for justice.

DOON

RAMPAGING RHINOS!

These police-for-hire are menacing monsters with tough, leathery skin, and heads that strangely look like a rhino's. They're hunting down a murderous Plasmavore who's pretending to be a human and hiding in a hospital on Earth.

CHEST NOZZLE

The Judoon Captain has the ability to learn any language. He records a voice then inserts the recording device into here.

GADGET HOLSTERS

All Judoon carry a lifeform scanner in the holster on their right-hand-side. The Judoon Captain also carries a voice recording gadget on the left.

DRESSED TO

The Judoon's lea
are designed for
and protection.
centurion-style s
them to move w

TOP 10 JUDOON FACTS

1. According to galactic law the Judoon have no power over people or aliens on Earth.
2. The Judoon have large lung reserves of air, which means they can survive in areas with low levels of oxygen.
3. Their scanners can also detect dangerous changes in machines.
4. Judoon are always prepared for law suits – they carry compensation forms everywhere with them.
5. Judoon technology includes an H_2O scoop that allows them to isolate a building with rain and lightning, and move it to a different location.
6. They always work by the book, so once their job is done, they just leave, no matter how much mess they've made.
7. They have been hired by the people of Padrivole Regency Nine.
8. The moon is seen as neutral territory.
9. They only have three fingers and a thumb on each hand.
10. If the Judoon find a building guilty of harbouring a fugitive, everyone inside is found guilty and sentenced to execution.

ANIMAL CARDS
There are loads of strange creatures to collect. Look out for Judoon cards in later sets!
326
MATRON CASP
INFECTED
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
EXTERMINATOR
MATRON CASP
033
PIG PILOT
ALIEN
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
EXTERMINATOR
PIG PILOT
011
MR PAKOO
ALIEN
INTELLIGENCE
AGILITY
SPECIAL ABILITIES
FEAR FACTOR
EXTERMINATOR
MR PAKOO
097
WEREWOLF
MONSTER
INTELLIGENCE
AGILITY
STAMINA
EXTERMINATOR
WEREWOLF
TURN TO PAGE 23 FOR THE ANSWERS OR THE JUDOON WILL BLAST YOU!

The Screaming Prison

The Doctor and Martha have agreed to help stranded space warrior Thaur fight back against his enemies...

Written by: Steve Cole. Inks: Lee Sullivan. Colours: Alan Craddock.

CAN'T HEAR...? THAT'S IT! HEARING AIDS! PICKED THESE UP ON THE PLANET WISPAH. WITH A BIT OF FIDDLING I CAN REVERSE THE SONIC FIELD. VOILA!
WHIRRRR
HEY — WEARING THIS, I CAN'T HEAR A THING!
WHAT?
LET'S SET THAUR'S FRIEND FREE AND GET OUT OF HERE.
WHAT?!
EEEEEEEEEEEEEE!
EEEEEEE-EEE-EEEE!
EEEEEEEEEEE-EEEEEE-EEEEE!

RAUUR!
THOSE THINGS WEREN'T JUST SCREAMING, THEY WERE SOUNDING THE ALARM— FOR THAT!
PARDON?
ZOUNDS!
LOOK OUT!
WHAT?
OUR FOE RESISTS MY BLADE!
HEY! WITHOUT THAT—
WE MIGHT NEVER STOP THIS THING. KEEP IT BUSY!
EEEEEEEEEEEE-EEEEEEE-EEEEEE!
CANT... TAKE... MUCH... MORE...
GRAUUURRRRR!
WHAT?!
GOT TO... HOLD ON... 'EAR-LY THERE...!

NOW, IF I RESTORE THE SONIC MATRIX...
WHIRRR
RAAAAUURRRRRRRRRRRRRR!
WHAT DID YOU DO?
HAVEN'T YOU HEARD? SET THE HEARING AIDS BACK TO NORMAL. THEY AMPLIFIED THE NOISE INSTEAD OF DAMPING IT — KNOCKED HIM OUT!
THE HEARING AIDS HAVE SHORTED — HE'LL BE RIGHT AS RAIN WHEN HE WAKES UP.
NOW LET'S SPLIT — BEFORE OUR EARS DO!
WHAT...? BY MY TROTH! I AM FREE!
WILL VULSTURG BE OK AFTER ALL THAT?
HE'LL BE SOUND AS A POUND!
NOW, WE MUST LOCATE OUR OTHER BROTHER. ANBODA'S FLEET IS ALMOST SET TO RAVAGE THE STARS... AND ONLY WE CAN STOP HER!
TO BE CONTINUED!!!

DALEK WARS

Did the Daleks really sink five pirate ships in 1697, or was it all in the survivors' minds?

PIRATES FROM THE SKY!

From Seafaring Myths and Legends by W J Rowing

One of the most enduring stories from the seven seas is the sinking of Jack Lawrence's fleet. Believed to be one of the most successful pirates of his time, his name brought fear into the hearts of even the bravest of sailors. However, his reign of terror came to a sudden end one day in late September 1697.

What really happened that fateful day will never now be known. All that remains are the mad ramblings of the handful of survivors. These drunken stories have gone down in pirate legend, but remain hard to believe hundreds of years later.

The few survivors made wild claims of metal warriors that flew through the skies shouting what sounded like 'exterminate'. These unlikely creatures shot blue flames from their personal cannons that killed in an instant. Half the crew

SEARCH & FIND

1. How many Daleks are there in this picture? 5pts
2. Use your powers of observation – can you find the red Dalek? 5pts
3. What is the name of the pirate whose boats were attacked? (clue: read the story) 10pts
4. How many Dalek blasts are there in total? 5pts
5. Can you spot the seagull? 5pts

TURN TO PAGE 23 FOR THE ANSWERS

were dead in minutes and the ships were all beneath the waves within an hour. Those who escaped swam to a nearby island. They were found weeks later suffering from exposure to the sun and starvation, rambling about metal 'demons'.

Even years later they wouldn't change their story. Blind to the fact that nobody believed them, they spent the rest of their lives in asylums, unable to forget the terrifying creatures that flew through the air.

THE CYBER CONTROLLER'S BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

HUMAN HIDE-OUT

The Judoon would need to scan these people to tell who is wholly human and which ones are actually alien. Put a cross in the hand next to all the real humans.

RIP IT UP!

Can you tell which piece correctly completes this Battles in Time trading card?

MONSTER MASH!

Test your powers of observation – are there more Judoon or Ood heads in this tangled mess?

JUDOON

OOD

WORD MAKER...

Can you work out the answers to all these questions only using the letters in **PLASMAVORE?**

1. One of the planets in our solar system
2. Use this to wash your hands
3. This can light up the room
4. This is in the centre of your hand
5. A different word for smell

COMING IN ISSUE 20...

YOUR NEXT PACK OF TRADING CARDS

PUZZLE ANSWERS

DALEK WARS

Q1. 31
Q3. Jack Lawrence
Q4. 6
Q2 + Q5.

RIP IT UP!

B

HUMAN HIDE-OUT

The real humans are B, C, E, and F

JUDOON QUIZ

Q1. c) plasmavore
Q2. a) Rhinos
Q3. b) Police-for-hire
Q4. a) H_2O scoop
Q5. c) The Doctor kissed her
Q6. b) A cross

WORD MAKER...

1. MARS
2. SOAP
3. LAMP
4. PALM
5. AROMA

MONSTER MASH!

OOD – 5 JUDOON – 4

FANCY DRESS!

Which character would you go as to a Doctor Who fancy dress party?

START

What do you want to achieve from your costume?

- LOOK COOL → What kind of look are you going for?
  - QUITE SMART → What are you particularly famous for?
    - SAVING EARTH → Which decade has inspired your costume?
      - 2000s → **10TH DOCTOR**
      - 1940s → **CAPTAIN JACK**
    - BREAKING WIND! → Where did you get your inspiration from?
      - EARTH → Which decade has inspired your costume?
      - THE OUTER GALAXIES → What are you planning to do to the guests?
        - CHASE THEM! → **ABZORBALOFF**
        - FART ON THEM! → **SLITHEEN**
  - QUITE GREEN → What kind of fingers are you thinking of?
    - HUMAN FINGERS → What are you particularly famous for?
    - ALIEN CLAWS → What food are you going to eat at the party?
      - PARTY NIBBLES → Where did you get your inspiration from?
      - THE HUMANS → What are you planning to do to the guests?
- SCARE YOUR MATES → Can you wear it in public without getting arrested?
  - OH YES → What kind of fingers are you thinking of?
  - NOT REALLY → What food are you going to eat at the party?

10TH DOCTOR

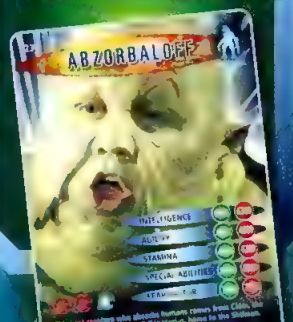
You're going for a smart but casual look – a bit like a school teacher!

CAPTAIN JACK

You'll look a bit old fashioned – but you'll still be too cool for school!

ABZORBALOFF

All those faces bulging through your scaly green skin will look horrid!



SLITHEEN

You'll look mean and very green – just control that non-stop farting!

9 771750 351018 19

330

BLISS

HUMAN

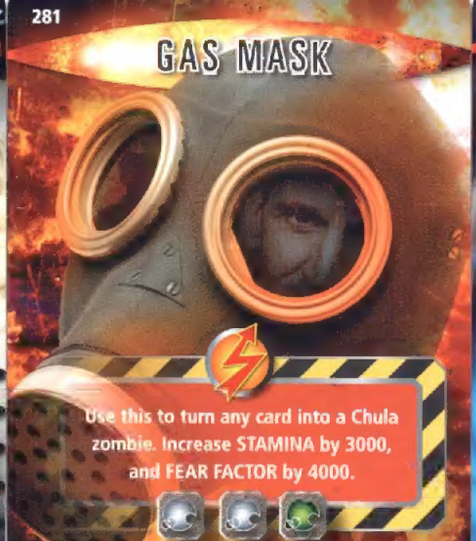
INTELLIGENCE	2500	2100
AGILITY	4700	4400
STAMINA	2600	2300
SPECIAL ABILITIES	1500	1800
FEAR FACTOR	700	900

This member of LINDA was the first victim of the Abzorbaloff, but the rest of the group were told she'd left to get married.

C — ANNIHILATOR — 055/100

281

GAS MASK



Use this to turn any card into a Chula zombie. Increase STAMINA by 3000, and FEAR FACTOR by 4000.

When the Doctor and Rose landed in war-torn London they met people with gas masks where their faces should be.

C — ANNIHILATOR — 006/100

305

GELTH POSSESSION

Turn any defeated card into a Gelth – boost your STAMINA by 2000 and your FEAR FACTOR by 3000.

The Gelth travelled to Earth through the Rift and took control of dead bodies who got up and walked around.

C — ANNIHILATOR — 030/100

372

BAUBLE BOMBS

Force your opponent to remove any HUMAN card from the game.

The guests at Donna and Lance's wedding had to escape when the Christmas tree baubles started exploding.

C — ANNIHILATOR — 097/100

335

DALEK SHIELD

If you play a DALEK card, use this to win against any CYBERMAN.

The Cult of Skaro had no problem deflecting the Cybermen's blasts during their fierce battle for Torchwood Tower.

C — ANNIHILATOR — 060/100

361

SLITHEEN ZAPPER

Play this card to force your opponent to get rid of ALL SLITHEEN cards from their deck.

The Doctor shocked this Slitheen when he thrust an electrified ID card into its compression device.

R — ANNIHILATOR — 086/100

194

IDA SCOTT

HERO

INTELLIGENCE	6000	5400
AGILITY	5200	5500
STAMINA	4900	4700
SPECIAL ABILITIES	2300	2600
FEAR FACTOR	1800	2200

The science Officer on the Torchwood Archive mission, Ida travelled to the centre of the planet with the Doctor.

C — EXTERMINATOR — 194/275

128

TARDIS KEY

Search your deck for one of the Doctor's companions and add the card to your hand.

The Doctor gave Rose her own key to the TARDIS so she knew he would always come back for her.

C — EXTERMINATOR — 128/275

156

CYBERMAN GROUP

CYBERMAN

INTELLIGENCE	7900	8100
AGILITY	7800	8100
STAMINA	7000	6800
SPECIAL ABILITIES	7300	7500
FEAR FACTOR	8500	8400

Little can stop the relentless onward march of the Cybermen as they aim to take away pain and upgrade all humanity.

R — EXTERMINATOR — 156/275

129

MR REDPATH ZOMBIE

MONSTER

INTELLIGENCE	2900	3200
AGILITY	7400	6900
STAMINA	2900	3100
SPECIAL ABILITIES	3500	3200
FEAR FACTOR	5200	5400

When Redpath went to see his Granny in a funeral parlour he didn't expect her to move, or to turn him into a Gelth zombie!

C — EXTERMINATOR — 129/275

196

REAPER GROUP

MONSTER

INTELLIGENCE	1700	1500
AGILITY	8300	7900
STAMINA	8900	8400
SPECIAL ABILITIES	6800	6300
FEAR FACTOR	9000	8700

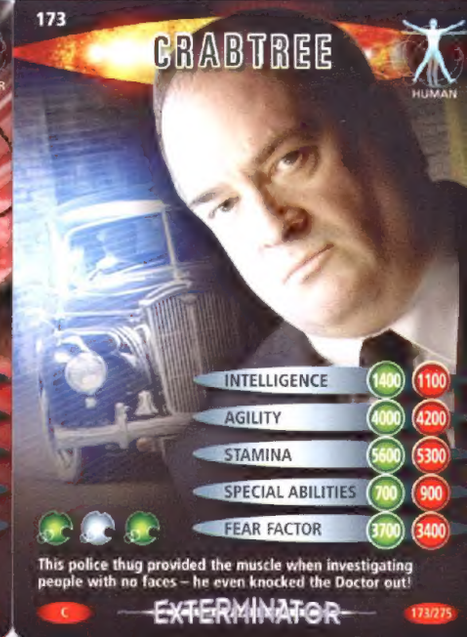
The only thing that could protect the Doctor and his friends from the attacking Reapers was the old church they hid in.

C — EXTERMINATOR — 196/275

173

CRABTREE

HUMAN



INTELLIGENCE	1400	1100
AGILITY	4000	4200
STAMINA	5600	5300
SPECIAL ABILITIES	700	900
FEAR FACTOR	3700	3400

This police thug provided the muscle when investigating people with no faces – he even knocked the Doctor out!

C — EXTERMINATOR — 173/275

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JUDOON QUIZ

Just how much do you know about the Judoon?

Q1. What type of creature were the Judoon looking for?

a) Vampire
b) Cell-muncher
c) Plasmavore

Q2. What kind of animal do the Judoon look a little like?

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c) Dentists-for-hire

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b) Icecream scoop
c) Nitrogen scoop

Q5. Why did the Judoon think Martha was an alien?

a) The Doctor gave her a sweet
b) The Doctor shook her hand
c) The Doctor kissed her

Q6. What did the Judoon mark on the hands of all humans?

a) A tick
b) A cross
c) A smiley face

ANIMAL CARDS

There are loads of strange creatures to collect. Look out for Judoon cards in later sets!

MATRON CASP

PIG PILOT

MR PAKOO

WEREWOLF

TURN TO PAGE 23 FOR THE ANSWERS OR THE JUDOON WILL BLAST YOU!

5 TERRIBLE CRIMES OF A PLASMAVORE

1. She killed the Child Princess of Padrivole Regency Nine.
2. She pretends to be an innocent patient with a strange case of salt deficiency.
3. She kills the consultant doctor Mr Stoker by drinking all his blood.
4. Not satisfied with just one doctor, she settles down to drink some Time Lord blood, almost killing *the* Doctor.
5. And finally, she tries to kill everyone in the hospital and half the inhabitants of Earth. She adjusts the MRI scanner so it will send out a magnetic pulse that would fry the brainstems of all living things within 250,000 miles!

PICKING THE SHORT STRAW

Florence the Plasmavore always carries a handy drinking straw with her for easy access to a supply of blood. She's rather greedy and drinks each body dry!

SEALED WITH A KISS!

The Doctor almost gets Martha into big trouble when he kisses her. Judoon scanners are so sensitive they react to the presence of the few Time Lord cells he has passed on...

SHIPPING OUT...

Judoon ships travel in groups of three. Each one is the size of an office block and is full of Judoon hungry for justice.

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JUDOON

RAMPAGING RHINOS!

These police-for-hire are menacing monsters with tough, leathery skin, and heads that strangely look like a rhino's. They're hunting down a murderous Plasmavore who's pretending to be a human and hiding in a hospital on Earth.

CHEST NOZZLE

The Judoon Captain has the ability to learn any language. He records a voice then inserts the recording device into here.

GADGET HOLSTERS

All Judoon carry a lifeform scanner in the holster on their right-hand-side. The Judoon Captain also carries a voice recording gadget on the left.

LIFEFORM SCANNER

These hand-held devices sound an alarm if the person being scanned isn't human.

DRESSED TO KILL!

The Judoon's leather clothes are designed for strength and protection. The Roman centurion-style skirt allows them to move with ease.

BLASTER GUN

The Judoon are armed with lethal blaster guns that cause a victim to burn to nothing in seconds.

TOP 10 JUDOON FACTS

1. According to galactic law the Judoon have no power over people or aliens on Earth.
2. The Judoon have large lung reserves of air, which means they can survive in areas with low levels of oxygen.
3. Their scanners can also detect dangerous changes in machines.
4. Judoon are always prepared for law suits – they carry compensation forms everywhere with them.
5. Judoon technology includes an H_2O scoop that allows them to isolate a building with rain and lightning, and move it to a different location.
6. They always work by the book, so once their job is done, they just leave, no matter how much mess they've made.
7. They have been hired by the people of Padrivole Regency Nine.
8. The moon is seen as neutral territory.
9. They only have three fingers and a thumb on each hand.
10. If the Judoon find a building guilty of harbouring a fugitive, everyone inside is found guilty and sentenced to execution.